PRISONER
TRANSPORT LOG:
2927DF
VORTEX RIKERS

Unreal™

EPIC MEGAGAMES™

GT Interactive Software

Digital Extremes™

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STORY

This is the best part: the anticipation. Slowly, laboriously, but insistently, you ascend toward the boundless turquoise sky. As the struggling coaster reaches the peak of the hill, you raise your hands above your head in defiance of your frantically pounding heart. Time, and the entire world, stands still for a moment. And then…

Wooosh! Toward the ground you plummet, the sky you faced a moment ago now at your back. The coaster trembles as it races downward and the air fills with the delighted screams of those around you. You close your eyes and drink in the feeling of pure, rapturous freedom that engulfs you.

Crash! Your eyes snap open as you are pitched violently from your bed onto the cold metal floor of your cell. The ship is trembling and the air is filled with the screams and shouts of the prisoners in the cells around you. As you gather your senses, you quickly remember where you really are. The Vortex Rikers. The rankest prison transport vessel this side of the Milky Way, and the furthest thing in the universe from the freedom in your dreams.

But somethings not right. Emergency lights are flashing on and off in the walkway beyond your cell. A sulfurous, burning odor invades your nostrils and stings your eyes. You pick yourself up off the ground, holding onto the iron bed frame for balance as the floor shudders beneath you. Looking through the plasma-gated entryway of your cell, you see guards and officials running up and down the walkway like frantic worker ants.

"Hey, what the hell's going on!?" you shout.

But your voice is lost among the shouts of your fellow prisoners and the wailing of the ship's alert siren. The ants tripping over each other in the walkway don't even glance at you.

You know from experience that trying to break through the plasma gate will only result in frustration and a nasty headache. If this bucket is going down, I am not going to die like a caged rat in this stinking cell, you tell yourself. I've got to get to the emergency shuttle.

Just then, the cell blocks head guard pauses outside of your cell to scrawl something in his ever-present log book.

"Hey Ash, what the hell's going on!?"

"What do you thinks going on genius? We're going down. Now shut your yap and strap yourself in."

"Are you insane? Turn off the gates! Let us get to the shuttle!"

Ash's smirk and amused snort before he walks away fill you with almost enough rage to burst right through the plasma gate and tear his head off.

"Ash! Ash, open the damn gates! Don't leave us in here! Wait a minute! Open the friggin' gates you son of a—"

A tremendous jolt rocks the ship and sends you hurtling across the cell into the rear wall. You feel the sickening introduction of bone to iron, and then, nothing at all.

Later—perhaps hours, perhaps days—you wake up. Your body is battered and dehydrated, but somehow, you have survived the crash. The plasma gate is disabled. Beyond the entryway of your cell, freedom beckons.

But where are you? Has anyone else survived? And what awaits you beyond the confines of the crumpled Rikers? There's only one way to find out, you say to yourself.

Slowly, laboriously, but insistently, you emerge from your cell…

INSTALLATION

1 Quit all other applications and insert the Unreal CD into your CD-ROM drive.

2 If Windows® 95 is set up to use the CD AutoPlay feature, *Unreal* will automatically display its installation screen, shortly after you insert the CD. If AutoPlay is disabled, you will need to start the installation manually. To do this, double click on the **My Computer** icon, then double click on the **CD-ROM** icon in the window that opens. Double click on the **Setup.exe** file to start the installation.

3 Go through the installation screens to install Unreal on your computer. You will be presented with several installation screens.

4 The first screen welcomes you to *Unreal*.

5 The next screen is the license agreement. Click **yes** after you have read it.

6 The third screen enables you to pick a directory on your hard drive where Unreal will be installed. You need to have 100 megabytes of space available for a minimum install, and 450 megabytes for full install.

7 The next screen presents you with a list of *Unreal* components which may be installed. You may choose from the following items:

- **Unreal World Builder:** Optional, for advanced users. Install this if you want to use the *Unreal* team's 3D design tool to build your own 3D environments.
- **Unreal Engine:** The Unreal game engine; installation is required.
- **Game Content:** Select this component to install all game content onto your hard drive, which requires 450 megabytes of free space. Select this for optimal performance. If you deselect this option, the game content will be loaded from CD each time you play, degrading performance.
- **DirectX:** Installs Microsoft's DirectX drivers for optimal rendering performance, audio support and joystick support. This component is optional, but highly recommended if you do not already have it installed.

8 Kiss your bland reality goodbye.

MENU NAVIGATION

Use your keyboard to move through, select and change the options in the various on-screen menus in *Unreal*. Use the **up and down arrow** keys to move from option to option and use the **right and left arrow** keys to change an option. In most instances, a brief explanation of the currently highlighted option will appear at the bottom of the menu screen. Hit the **Esc** key at any time to back out of an option or menu.

Game Objectives

Your primary objective in *Unreal* is to discover how to get off this hostile, deadly world. In order to do this, the first thing you'll need to concern yourself with is how to keep your already battered body in one piece (failure to achieve this objective will render any secondary objectives somewhat irrelevant). Beyond that, it is up to you to uncover the secrets of the planet that fate has capriciously deposited you on.

Several **Universal Translators** were stowed aboard the Rikers, and carried by many of the guards. *Finding a Translator is vital to your survival!* The Translator can analyze and interpret many of the objects, devices and inscriptions on the planet. It will frequently reveal valuable information and help you figure out many of the planet's mysteries. (see p. 13 for more information about how to use your Translator.)

Running the Game

To run *Unreal*, double-click the ***Unreal*** icon on your desktop or in your **Start** menu to launch the game and bring up the **Main Menu**.

Main Menu

The **Main Menu** will appear on your screen each time you launch *Unreal*. You can also access the **Main Menu** at any time during the game by pressing the **Esc** key. From the **Main Menu**, you can choose:

- **Game**: Start a new game, load or save a game, or set game options.
- **Multiplayer**: Host, join or setup players for a network or Internet game.
- **Options**: Customize your game controls, set sound preferences, and change your gameplay and interface options.
- **Quit**: Return to reality.

Game

Here you choose whether you want to start a new game, save a game in progress, or load a previously saved game.

New Game

When you start a **New Game**, you will need to choose a skill level. Skill level influences how many monsters you will encounter and how fast and aggressive they will be, as well as your health and power.

Easy: This level is for those who have a tough time handling reality, let alone Unreality.

Medium: Probably the best level to get your feet wet in before you're ready to swim with the Devilfish.

Hard: If shortness of breath, dizziness and heart rates over 200 bpm are your idea of a good time, choose this level.

Unreal: Survive this level and join the the *Unreal* elite.

Load Game

Select **Load Game** to bring up a list of games that you have previously saved. Select any one of the games from this list with the **arrow keys** and hit **Enter** to continue the game from the point you were at when you last saved. You can also restart from the beginning of the current level with all the stuff you brought from previous levels.

Save Game

Select **Save Game** to save a game in progress to any one of the nine available storage slots. You can save your game to an empty slot or overwrite a slot occupied by a game you want to erase. *Unreal* will automatically generate a name for your game with the name of the level you are playing and the date and time the game was saved.

Game Options

Adjust the **Game Speed** (which controls the speed of player, monster, and object movement) to a level that is comfortable for you. When you first start playing *Unreal*, you may want to slow the speed down a bit until you are familiar enough with the controls and game mechanics to play at full speed.

See the *readme.txt* file for information on configuring **Advanced Options**.

Multiplayer

Unreal is designed for multiplayer competition over a network or the Internet. The **Multiplayer Menu** lets you **Start** (host) or **Join** a multiplayer game, and customize **Player Setup**.

Start Game

Select **Start Game** to host a multiplayer game. This will bring up the **Multiplayer Options Menu** which will allow you to customize your game.

Select Game: Choose the type of multiplayer game you want to play. Refer to the *readme.txt* file for detailed information about each of these game types.

Select Folder: Select the folder where the game map you want to play is stored.

Select Map: Select the map you want to use for your game.

Configure Game: Modify your game options.

- **Game Speed:** Adjusts the speed of player, monster, and object movement.
- **Frag Limit:** Sets the number of kills a player needs to rack up to win.
- **Time Limit:** Determines how long the game will last. Whoever has the most kills when the time limit is reached wins the game.

- **Max Players:** Determines the maximum number of players allowed to join your game.
- **Co-op Weapon Mode:** When enabled, weapons respawn (reappear on screen after being picked up) instantly, but can only be picked up once by any given player.
- **Exiting Allowed:** When exiting is allowed, players are able to change the level being played by passing through an exit. If exiting is disabled, only the game's host can change the level being played.
- **Advanced Options:** See the *readme.txt* file for information on configuring Advanced Options.

Join Game

Select **Join Game** to enter a multiplayer game hosted by a remote server. See the *readme.txt* file for more information about joining a multiplayer game.

Player Setup

The **Player Setup** menu lets you customize a character for multiplayer games. See the *readme.txt* file for more information about customizing a character for multiplayer games.

BOTS

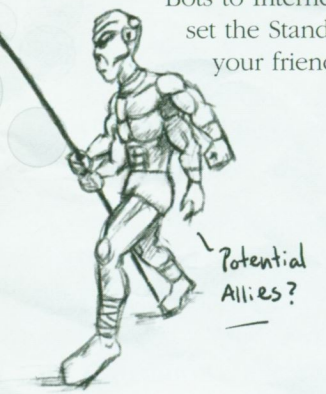
Finished Unreal? In all the skill levels? Can't find a worthy multiplayer opponent online? Need to fine tune your awe-inspiring Unreal fighting skills? Well, try squaring off against the Unreal Bots, and get a free lesson in humility.

The Unreal Bots are highly intelligent, computer-controlled Deathmatch opponents. Their skill levels can range from impressive to downright frightening, and they are generally much harder to kill than the regular monsters in Unreal.

To start a Bot game:

1. Select Multiplayer from the Main Menu.
2. Select Start Game.
   - The Select Game field should be: "Deathmatch Game" (default).
   - Select Folder should be: your Deathmatch folder (default is "DeathmatchMaps").
   - Select Map should be: the Deathmatch map in which you'd like to get your butt kicked.
3. Select Configure Game after setting up the above.
   - Use the Number of Bots field to choose how many Bots you want in your multiplayer level (you'll need at least one, or you will be very lonely!).
   - Set Standalone Game to "True."
   - Select Configure Bots to setup the characteristics of your computer-controlled opponents. You can alter the appearance (mesh type and skin), aggressiveness, and combat style of each of the Bots you will fight against.
4. After configuring your game, select Launch Game from the multiplayer menu.

Note: In addition to playing against the Bots solo, you can also add Bots to Internet and network multiplayer games: just set the Standalone Game field to "False," and have your friends join your multiplayer game as usual.



Options

Music Volume: Use the **left and right arrow keys** to adjust the volume of the background music.

Sound Volume: Use the **left and right arrow keys** to adjust the volume of the sound effects.

Mouse Sensitivity: This determines how sensitive the game's mouse controls are to the movement of your mouse. The higher the sensitivity, the less you have to move the mouse to produce a given motion in the game.

Invert Mouse: This option flip-flops your mouse's Y-axis so that pushing the mouse forward causes you to look down and pulling back makes you look up (similar to the operation of an airplane's throttle).

LookSpring: When this option is enabled, your view will automatically return to straight ahead whenever you let go of the MouseLook key.

Always MouseLook: When this option is enabled, you can use your mouse to look up and down without pressing a MouseLook key.

Auto-Slope Look: When enabled, this option causes your view to automatically adjust to look up and down slopes and stairs when you are not MouseLooking.

Weapon Hand: Determines which hand you carry your weapon in.

Dodging: If you enable this option, you will execute a fast dodge move whenever you rapidly tap twice on one of the movement keys (forward, back, strafe left and strafe right).

Customize Controls: Here you can customize the configuration of your keyboard, mouse and joystick controls.

Prioritize Weapons: Use this option to rearrange your weapon switching order (the order in which a new active weapon is selected when you pick up new weapons, or run out of ammo). Hit **Enter** to bring up a list of all weapons and their current arrangement. Use the **up and down arrows** to highlight a weapon and use the **left and right arrows** to move a weapon up or down, respectively, in the order. The higher a weapon is in the list, the greater its priority in the switching order.

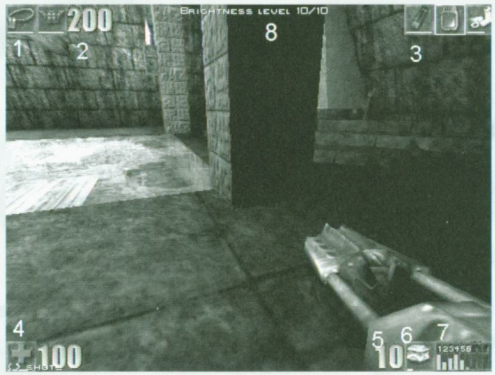
HUD Configuration: Your HUD (Heads Up Display) is composed of all of the on-screen indicators, status meters and icons that appear on your screen during the game. You can rearrange the way your HUD displays these items to suit your preferences.

Use the **left and right arrows** to cycle through the available Heads Up Display configurations.

View Bob: Determines how much your view bobs up and down when you walk or run. This is strictly a visual effect and has no impact on gameplay.

HEADS UP DISPLAY (HUD)

During the game, a variety of on-screen indicators, status meters, icons and messages will keep you abreast of important information and situations. Together, these informational aids comprise your Heads Up Display (HUD). Keep an eye on your HUD to stay in touch with the small details that may end up saving your life. Remember, an aware player is a living player.



Default HUD shown

1 Armor Icon

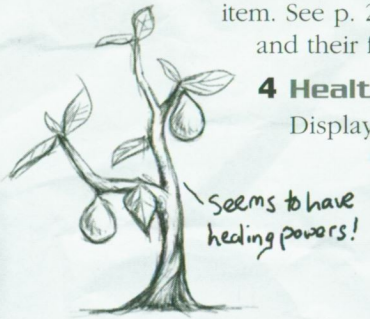
Displays any armor or defense-boosting equipment you are currently wearing.

2 Armor Level Indicator

Indicates your current level of armor protection, from 0-300.

3 Inventory Icon Bar

Displays all of the items you have in your inventory. Use the bracket keys **[ ]** on your keyboard to select an item. The currently selected item is bounded by a white box. Use the **Enter** key to activate an item. Activated items are highlighted in red. Press the **Enter** key a second time to deactivate an item. See p. 20 for a list of ***Inventory Items*** and their functions.



4 Health Status Indicator

Displays your current health status, from 0-200. At 200, you're in full bloom. At zero, you're fertilizer.

5 Ammo Amount Indicator

Indicates how much ammo you have remaining in your currently armed weapon.

6 Ammo Type Icon

Indicates the type of ammo currently in use.

7 Ammo Meter

Indicates how much ammo you have left for each weapon you currently possess (the higher the bar, the more ammunition remaining). The number at the top of each column corresponds to the keyboard key each weapon is assigned to.

8 Messages

Text messages appear at the top of the screen as warranted by specific occurrences and situations. Whenever you pick up a new weapon or item, for instance, a message will appear to let you know what it is.

CONTROLS

Running

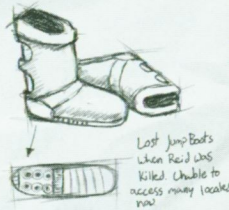
The hostile world in *Unreal* doesn't afford you a whole lot of opportunity for leisurely strolling. So, by default, your character will run (well, trot briskly really) whenever you use your movement keys. Depending on how you have your controls configured, you will use the **arrow keys** or your mouse to move around. Use the **up arrow and down arrows** to move forward and back. Turn left or right using the **comma and period keys**, or by moving your mouse in the desired direction.

Walking

In situations where caution, precision, or stealth are required, it may be to your advantage to tread more cautiously. In these instances, hold down the assigned **walk** key to move precisely and silently.

Looking Around

If you are not using the MouseLook option, use the assigned keyboard keys to look up and down. If the MouseLook option is enabled, your view will move along with the movement of your mouse.



Picking Things Up

Picking objects up in *Unreal* is a simple matter of running over them. Any object you run over will automatically be added to your inventory or put into use, depending on the object. If you already have the maximum allowed number of an object, or cannot use an object, you will not pick it up when you run over it.

Opening Doors

In most instances, you open doors simply by running into them. There will be times however when doors are locked and require a key, or that a certain action be performed before they can be opened.

Note: Some of the doors and lifts in the game are automatically activated when they detect your motion or body heat as you approach them. If you have trouble activating one of these sensor-controlled devices, move back to reset the sensor and approach the door or lift again.

Pushing Things

To push objects, buttons, switches and levers, run straight into the object you want to interact with. If the object can be moved or interacted with, this will take place automatically.

Shooting

To use your weapon's Primary Fire function, tap the **Ctrl** key or the left mouse button. For Secondary Fire, tap the **Alt** key or right mouse button. For continuous fire, and other enhanced firing functions, keep the fire key depressed. See ***Weapons*** on p.18 for detailed descriptions of each weapon's Primary and Secondary Fire functions.

Jumping

To jump, tap the **Space** bar. If you jump while running, you will jump farther and in whatever direction you are moving.

Strafing

Strafing, or moving laterally, is performed by pressing the **left and right arrow keys**. Learning how to strafe effectively to dodge enemy fire is a vital survival skill.

Swimming

When in deep water, use the movement keys to swim just as you would to run. Look down and move forward to swim down, and look up and move forward to swim toward the water's surface. Unless you are wearing Scuba Gear, you need to make sure you come up for air from time to time or you will drown. Hold down your jump key to tread water.

DEFAULT KEYBOARD CONTROLS

UP ARROW: MOVE FORWARD
DOWN ARROW: MOVE BACKWARD
< STRAFE LEFT
> STRAFE RIGHT
LEFT ARROW: TURN LEFT
RIGHT ARROW: TURN RIGHT
MOUSE MOVEMENT: ROTATE PLAYER
CTRL/LEFT MOUSE BUTTON: PRIMARY FIRE
ALT/RIGHT MOUSE BUTTON: ALTERNATE FIRE
SPACE: JUMP
1, 2, 3, 4, 5, 6, 7, 8, 9, 0: CHANGE WEAPON
/: SWITCH TO NEXT AVAILABLE WEAPON
F5: CHANGE HUD
–, +: RESIZE GAME WINDOW
[AND]: SCROLL THROUGH INVENTORY
<ENTER>: ACTIVATE INVENTORY
SHIFT: TOGGLE RUN
F2: ACTIVATE/DEACTIVATE TRANSLATOR
<PAUSE>: PAUSE THE GAME

DEATHMATCH KEYBOARD CONTROLS

F: FEIGN DEATH
T: THROW WEAPON
F4: BRING UP SCOREBOARD

TAB COMMANDS
(Press tab to enter the following command during multiplay)
Say <message> - message is sent out to all players
Taunt Taunt1 - plays taunt 1 animation
Taunt Victory1 - plays Victory 1 animation
Taunt Wave - plays wave animation

NOTE: This chart is duplicated at the back of the manual for easy reference.

USING THE MOUSE (AND WHY YOU SHOULD!)

Although you can rely solely on your keyboard to move around in and interact with Unreal's 3-D universe, using both the keyboard and mouse simultaneously gives you much more fluid and responsive control.

When you use the mouse to control your rotational movement and aiming, you gain a degree of precision and speed that players using keyboard-only controls can't touch. The keyboard is best used for

easy lateral and forward/backward movement, and for jumping. To master the default controls in Unreal, keep your left hand on the keyboard, using the arrow keys for movement, the 0-9 keys for weapon selection, and the space bar for jumping. Your right hand operates the mouse, controlling rotation, aiming, and firing. Of course, you can customize these controls to suit your preferences via the Options Menu.

DATABASE

Weapons

Dispersion Pistol

This is the standard issue weapon of the guards aboard the Vortex Rikers. While not particularly powerful in its standard configuration, this gun becomes a virtual death cannon when supercharged with powerups. The Dispersion Pistol automatically regenerates its infinite ammo supply, so you will never be defenseless with this weapon in your arsenal.

Primary Fire: Initially, low-power, high-illumination energy projectile (can be useful for lighting up dark areas). Very destructive when supercharged with powerups.

Secondary Fire: Projectile energy is charged up (to 500 percent) as the fire button is held down.

AutoMag

This easy to handle gun uses gun-powder-based bullets (in dual clips of 10) for ammunition. Try to keep track of how many bullets you have left in a clip: attempting to change clips with a pissed off Skaarj in your face is not advised.

Primary Fire: Traditional carriage, accurate, slow.

Secondary Fire: "Gangsta"-style sideways carriage, less accurate, much faster rate of fire.

Stinger

Proving that hostility is the mother of invention, the Stinger is actually a Tarydium mining tool converted to a deadly weapon. In primary fire mode, this weapon demands a relatively high degree of marksmanship, but the wider projectile spread of the secondary fire mode requires considerably less precision.

Primary Fire: Fast, narrow stream of Tarydium shards.

Secondary Fire: Spurt of five shards at once, slow reload.

ASMD

If the compressed energy in the core of this weapon was released all at once, the resulting force would be enough to bring down a large building. The comparatively small energy bursts released with each squeeze of the ASMD's trigger are still more than enough to put a world of hurt on most targets.

Primary Fire: Lightning-fast burst of focused energy.

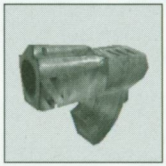
Secondary Fire: Unstable energy projectile, expands radially. Rumors of a combination attack persist...

8-Ball Launcher

The weapon of choice for the demolitionist at heart. The 8-ball launcher fires both rockets and grenades, singly or up to six at once. Rockets explode on contact, while grenades explode two to three seconds after they are launched. Center your aim on your target to initiate the 8-ball launcher's heat-seeking lock.

Primary Fire: Rocket launcher. Hold down fire button to load multiple rockets. To fire rockets

in a tight circle, press both primary fire and secondary fire simultaneously and release the primary fire button as rockets are loading.
Secondary Fire: Grenade Launcher. Hold down fire button to load multiple grenades.



Flak Cannon

The somewhat cumbersome Flak Cannon uses jagged shards of metal for ammunition. Don't let its lack of pyrotechnic flash fool you: a little shrapnel can dish out a hell of a lot of damage.
Primary Fire: Extremely fast spray of shrapnel, which ricochet off walls, ceilings and floors.
Secondary Fire: Large shrapnel-filled shell explodes on impact, spraying shrapnel in all directions.

RazorJack

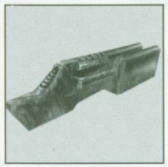
This Skaarj weapon fires large, spinning, serrated blades capable of slicing through all but the toughest materials. The blades can alter their pitch and roll in accordance with transmitted motion signals from the RazorJack, giving them limited guidance.
Primary Fire: Single blades that ricochet off walls, ceilings and floors.
Secondary Fire: Skilled users can employ english to alter the trajectory of blades after they leave the weapon.

GESBioRifle

A testament to creative recycling, this weapon uses volatile Tarydium waste for ammunition. The highly unstable nature of this waste makes the GESBioRifle more powerful than its Tarydium-using cousin, the Stinger.
Primary Fire: Tarydium sludge projectiles explode on contact with living tissue and adhere to most other surfaces for a short time before exploding.
Secondary Fire: Hold down the secondary fire button to launch a larger, more powerful glob of sludge. The longer you hold down the secondary fire button, the bigger the glob (up to 500% sludge).

Assault Rifle

Commonly referred to as the "Pocket Howitzer," this five-foot-long blaster packs an incredible wallop. Formerly used as a hunting rifle in the farthest reaches of the galaxy, it was useful for taking down the biggest game.
Primary Fire: Long range, very powerful, accurate.
Secondary Fire: Triple burst of slugs, less accurate, best used in close quarters.

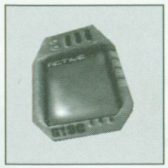


MiniGun

Like the Automag, the MiniGun uses gunpowder-based bullets for ammo. However, it has a much faster rate of fire and a much greater ammo capacity.
Primary Fire: Steady stream of bullets, fast, accurate.
Secondary Fire: More rapid, but less accurate stream of bullets.

Inventory Items

Inventory items are carried with you and activated when you are ready to use them. Use the bracket keys **[ ]** on your keyboard to select an item visible on your Inventory Icon Bar. The currently selected item is bounded by a white box. Use the **Enter** key to activate an item. Activated items are highlighted in red. Press the **Enter** key a second time to deactivate an item.



Universal Translator

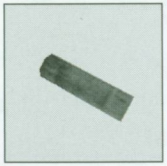
Provides you with vital information, clues and hints about the game. Whenever you encounter an item the Translator can analyze and interpret, a message will display on your screen and your Translator icon will begin to flash. Hit **F2** to activate your translator and read its analysis. Hit **F2** again to deactivate the Translator when you are done.

Amplifier

Dramatically increases the power of energy weapons (Dispersion Pistol and ASMD).

Dampener

Deadens the sound emitted from your weapons, making it much easier to launch sneak attacks.

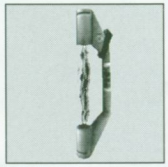


Flare

Provides temporary light in dark areas when lit and tossed on the ground. You cannot hold onto a lit flare. Use a flare to add a temporary light to an area.

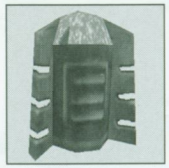
Flashlight

Use a flashlight when you need to carry your light source with you. Flashlights have limited battery life however, so keep an eye on the power meter.



Force Field

Creates a temporary impenetrable barrier. Useful for blocking entryways and narrow corridors, and for use as a protective shield.



Invisibility

Makes you temporarily invisible. But remember, even the wind can be heard.

Jump Boots

Activating the boots enables you to jump much higher than normal. Once picked up, the Boots only last for a short period of time, so take advantage of them while you can.

Scuba Gear

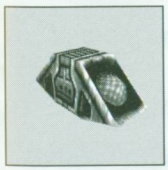
Gives you the ability to breathe while underwater.

Searchlight

Functions like a flashlight, but has a nearly inexhaustible power supply.

Nali Fruit Seed

Plant one of these to grow a Nali Healing Fruit. Once the plant grows to full size, it can give you a 29-unit health boost. If you eat the plant before it is fully grown, your health gain will be less substantial.

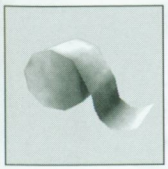


Voice Box

Creates a sound diversion to distract your enemies.

Pickup Items

Unlike Inventory Items, Pickup Items are activated or put into use as soon as you pick them up. For this reason, it is often wise to leave a Pickup Item on the ground and come back to pick it up when you need to use it.

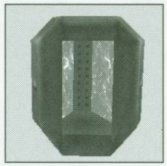


Bandages

These provide limited healing (+5 units of health), but do little to reverse the effects of major damage.

Nali Healing Fruit

This native plant has natural healing properties. When eaten, it can give you a 29-unit health boost. In multiplayer games, Nali Healing Fruits re-grow soon after they are picked.



Superhealth

Boosts your health by 100 units. Don't waste Superhealth by using it when you are close to full health (200 units). Wait until you need a big health boost before you pick it up. (Note: you can not exceed 100 health without one of these.)

Armor

You will find many different types of armor throughout the game, all of which increase your resistance to damage from weapons and impact. Certain types of armor provide better protection from certain forms of attack. The more damage your armor absorbs the weaker it becomes. Keep an eye on your Armor Level Indicator to see how much strength your armor has left. Once your armor level reaches zero, the armor no longer offers you any protection.

Asbestos Suit

Provides resistance to fire and heat damage.

Kevlar Suit

Works in conjunction with Armor to provide even greater protection from damage.

Anti-Toxin Suit

Prevents damage from Tarydium waste pools, and other toxic areas.

Note: All protective suits increase your overall resistance to any sort of damage to some degree. Like armor, protective suits become weaker as they absorb damage.

Creatures

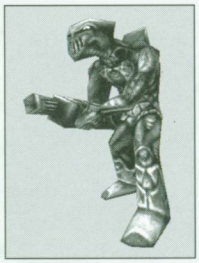
Following are just some of the creatures that inhabit the world of Unreal. Unfortunately, all current information was transcribed from the mangled diary of a former member of the Vortex Rikers crew. As such, it is sketchy at best. In addition, it is believed that there are different "ranks" and/or genetic mutations of some of the creatures listed, and there appears to be communication among the various species and some type of hierarchy among them . . . Needless to say, you would be wise use caution at all times.

Skaarj

Height: 8' **Weight:** 375 lbs.
Weapons: Blade-like claws; projectile
Characteristics: Extremely aggressive; superior agility; ruthless and cunning
Instinctive hunters with extraordinary physical strength and the ability to use numerous weapons. Their huge retractable claws can literally slice their prey to pieces. To make matters worse, there are many types of Skaarj. And some of them wear armor.

Slith

Height: 12' **Weight:** 385 lbs.
Weapons: Claws; acid spit
Characteristics: Very aggressive; average agility; flesh eater
These amphibious cousins of the Skaarj, are deadly both on land and in the water. If they can't reach you with their razor-sharp claws, watch out for their flesh-eating acid spit.

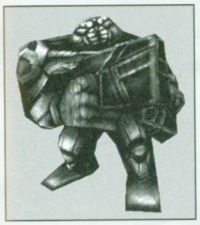


Mercenary

Height: 6' **Weight:** 250 lbs.
Weapons: Forearm-mounted machine gun/missile launcher
Characteristics: Very aggressive; high agility; looter/soldier Galaxy-roving bio-engineered hunters with a lust for wealth.
There may be a humanoid beneath all of that circuitry, but the only way to find out is to blast your way through it.

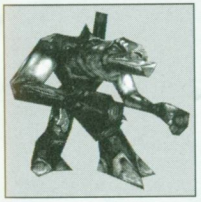
KRALL

Height: 7' **Weight:** 285 lbs.
Weapons: Concussion staff; melee and projectile
Characteristics: Very aggressive; superior agility; military/martial
Employed by the Skaarj as hunting assistants. Somewhat limited in intelligence, but then mindless slaughter doesn't require a whole lot of thought. Their concussion staffs can blast you backward from a considerable distance.



BRUTE

Height: 9' **Weight:** 650 lbs.
Weapons: Two arm-mounted guns
Characteristics: Very aggressive; poor agility; durable/relentless
Engineered with love by the Skaarj for one purpose: carnage. Your best chance for survival against these massive killing machines is to take advantage of their poor agility.



TITAN

Height: 30' **Weight:** 15-16 tons
Weapons: Hurled rocks; powerful arms
Characteristics: Very aggressive; poor agility; extremely durable
The colossal Titan looks nothing short of unstoppable, and he's a little tougher than he looks. The wise will avoid him when possible. If avoidance is not an option, don't stand in one spot very long and stay out of his reach.

NALI

Height: 8' **Weight:** 165 lbs.
Weapons: Limited telekinetic ability
Characteristics: Very passive; shy/timid; occasionally helpful
Former benevolent rulers of the planet, now enslaved by the Skaarj. If you are fortunate, they may grace you with some valuable information about your surroundings.

Important Technical Support Note:

The Unreal CD and manual contains advertisements and/or materials associated with several other products and services for which you can enjoy your Unreal product. GT Interactive Software or Epic do not provide Technical Support for any of these products or services. For the products or services included on the CD, please consult the associated Readme.txt files (if applicable) for determining your technical support options.

In addition, there is a beta version of the upcoming Unreal Level Editor included on the CD. The final version of the Editor will be released as a separate product along with its own manual and additional features. Because the enclosed beta version is not the final version of the Editor, it may contain bugs or glitches which may affect the successful creation and operation of levels and other functions. This beta version of the Editor has been included to show the potential of the final version of the Editor. Technical support is not available from GT or Epic for the beta version of the Editor.

Unreal Technical Support (U.S. & Canada)

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Get up-to-the-minute technical information at the GT Interactive Software web-site, at http://www.gtisonline.com, twenty-four hours a day, seven days a week. Through this site you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest troubleshooting information. You'll have access to our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, our Hints/Cheat Codes area where you can pick up some tips, an E-Mail area where you can leave us your tech support problems and questions, and other areas where you can get valuable information on GT Interactive Software products.

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GT Interactive Software Corp., Attn: TS/CS
13110 NE 177th Place, Suite # B101, Box 180, Woodinville, WA 98072-9965

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A DIGITAL EXTREMES EPIC MEGAGAMES COLLABORATION

Development Team

Game design: James Schmalz & Cliff Bleszinski
Level designers: Cliff Bleszinski, T. Elliot Cannon, Cedric Fiorentino, Pancho Eekels, Jeremy War, Shane Caudle
Animator: Dave Carter
Artists: James Schmalz, Mike Leatham, Artur Bialas

Programmers
Engine: Tim Sweeney
Game & AI: Steven Polge
Effects: Erik de Neve
Audio: Carlo Vogelsang
Scripting: James Schmalz & Nick Michon

Musicians: Alexander Brandon, Michiel van den Bos
Sound Effects: Dave Ewing
Epic Biz: Jay Wilbur, Mark Rein, Nigel Kent, and Craig Lafferty

In memory of Myscha and Pelit

For putting up with so much, we would especially like to thank the wives, girlfriends and families of the developers.

GT Interactive

Producer: Jason Schreiber
Executive Producer: Greg Williams
Lead Tester: Joel Breton
Product Manager: Ken Gold
Assistant Product Manager: Phil Tucker
Public Relations Manager: Alan Lewis
Director of Creative Services: Leslie Mills
Creative Director: Vic Merritt
Artists: Michael Marrs, Jill Pomper, Lesley Zinn, and Jen Scheerer
Production Coordinator: Liz Fierro
Box Design: Vic Merritt & Leslie Mills

Testers: Mike Barker, Jim Tricario, Dan McJilton, Chris Carr, Fran Katsimpris, Matt Kutrik, Troy Kupisch, Calvin Grove, Mike Predergast, Jesse Smith, Clint McCaul, Corey Allen, Chris McGuirk, Reuben Brown, Dave Afdahl, Ed Piper, Geoff Myers, Andre Cerny, Dave Monro, Jamal Jennings, Cormac Russel.

Manual: Mike Forge

Special Thanks: Chad Faragher for the Ripper program, Nick Oddson for maintaining all our systems, Chris Hargett, DJ Carroll, Diane Schmalz, Shannon Newans, Evelyn Eekels, Lani Minella, Gina Hedges, Ryan Schwarts, Mark Visser, Richard Young, Eric Reuter, and the guys at UnrealNation and Unreal.Org

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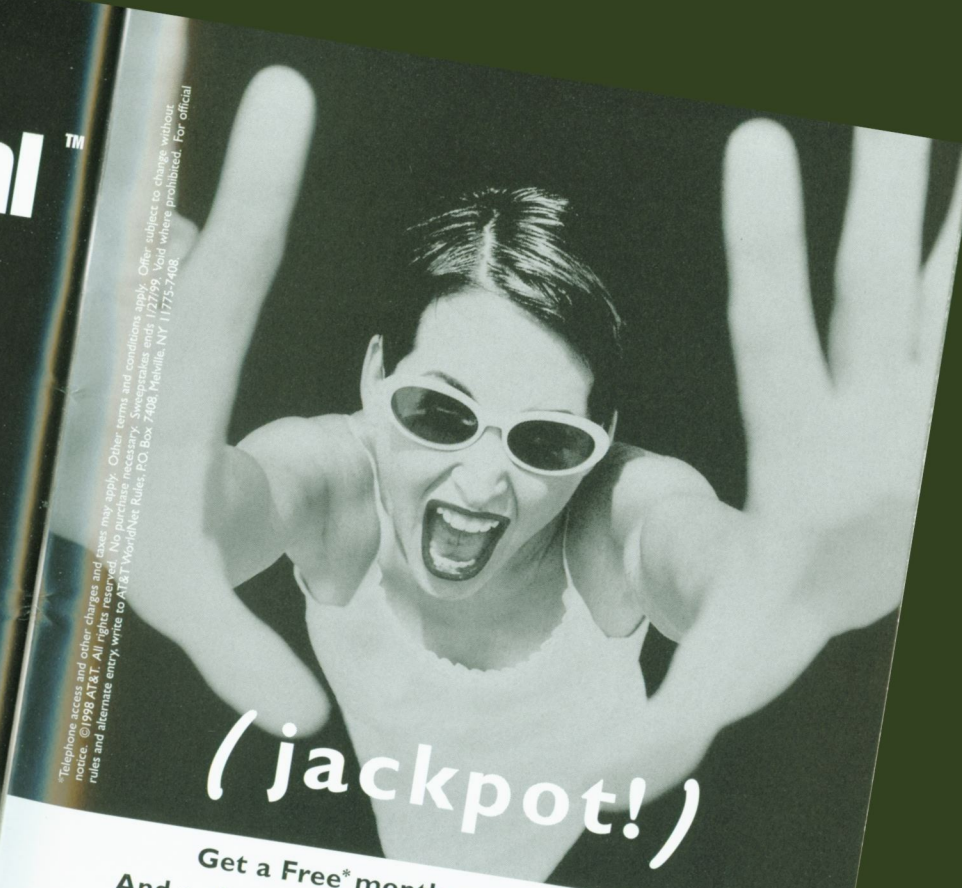

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For more information about PowerVR technology and products, please visit the PowerVR website at www.powervr.com.

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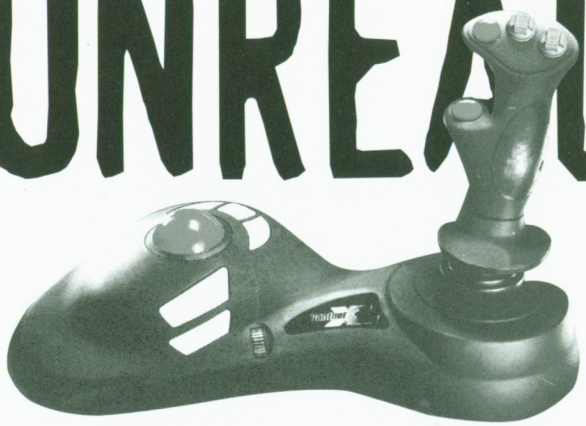

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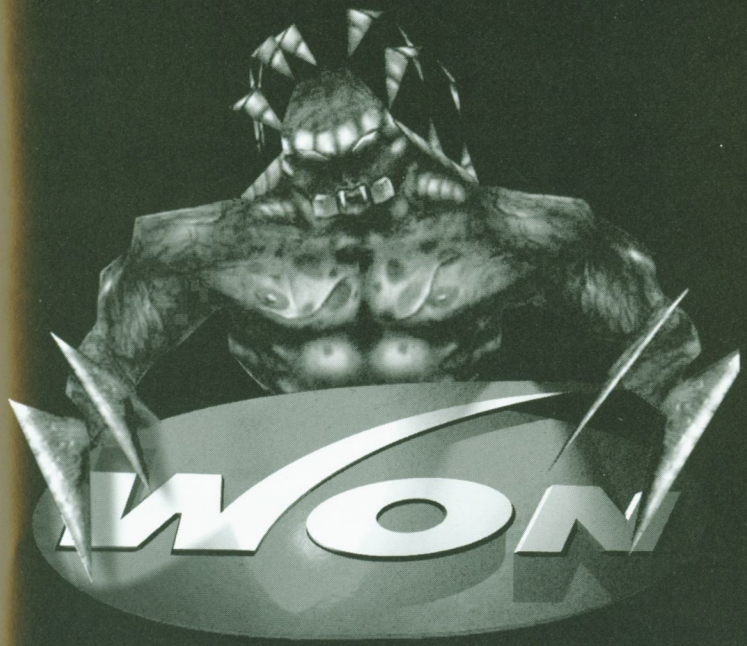

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Look Out for These Unreal Products Coming Soon!

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Expand your senses even further. This is the official level expansion pack from the masters that brought you Unreal. Accept no imitations.

- Developed by Epic Megagames, the creators of Unreal
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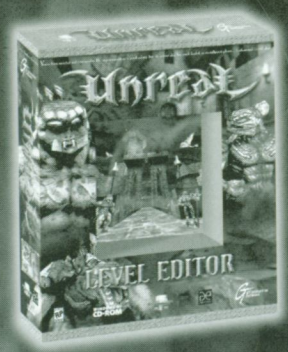

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- Customize nearly every aspect of Unreal

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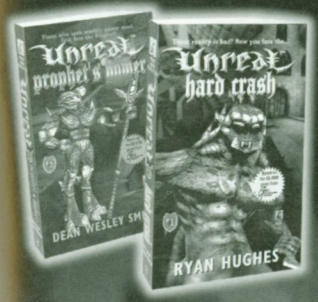

UNREAL NOVELS

If you enjoy playing Unreal, you will be captivated by these dark Unreal stories from Pocket Books based on the game.

#1 HARD CRASH

HARD CRASH: Zofia and Gerick are prisoners headed for death by torture when their spac control and slams into the alien planet of Na Pali. Freed in the crash, they find that Na P occupied by the Skaarj, a race of fierce planetary conquerors who hunt intelligent life for sp of humans as nothing more than a tasty meal.

The enslaved Na Pali natives believe that one of the humans might be the avenging angel centuries ago, the wounded god who will overthrow the Skaarj and lead them to freedon Gerick would much rather just find a working starship and leave the aliens to their own strug are caught up in forces beyond their control. Or are they? Somewhere along the way, th true nature of power... and then the trouble really begins.

#2 PROPHET'S POWER

PROPHET'S POWER: Haute, the lowly Na Pali slave who wo called the Prophet, had fled to safety in the desolate hill coun had found the hidden wreckage of an ancient spacecra more important, found the artificial intelligence come to be called the Prophet's Friend. From ward the planet Na Pali would never be the

In a vision, Friend warned Haute of the sion of his world and guided Haute and ions in their resistance against the the Skaarj. But only Haute's own na would give his people the slim ch ning the final battle that would d fate of their entire world.

NOTES

DEFAULT KEYBOARD CONTROLS

UP ARROW: MOVE FORWARD
DOWN ARROW: MOVE BACKWARD
< STRAFE LEFT
> STRAFE RIGHT
LEFT ARROW: TURN LEFT
RIGHT ARROW: TURN RIGHT
MOUSE MOVEMENT: ROTATE PLAYER
CTRL/LEFT MOUSE BUTTON: PRIMARY FIRE
ALT/RIGHT MOUSE BUTTON: ALTERNATE FIRE
SPACE: JUMP
1, 2, 3, 4, 5, 6, 7, 8, 9, 0: CHANGE WEAPON
/: SWITCH TO NEXT AVAILABLE WEAPON
F5: CHANGE HUD
–, +: RESIZE GAME WINDOW
[AND **]:** SCROLL THROUGH INVENTORY
<ENTER>: ACTIVATE INVENTORY
SHIFT: TOGGLE RUN
F2: ACTIVATE/DEACTIVATE TRANSLATOR
<PAUSE>: PAUSE THE GAME

DEATHMATCH KEYBOARD CONTROLS

F: FEIGN DEATH
T: THROW WEAPON
F4: BRING UP SCOREBOARD

TAB COMMANDS
(Press tab to enter the following command during multiplay)
Say <message> - message is sent out to all players
Taunt Taunt1 - plays taunt 1 animation
Taunt Victory1 - plays Victory 1 animation
Taunt Wave - plays wave animation

Unreal
GT Interactive Software
EPIC